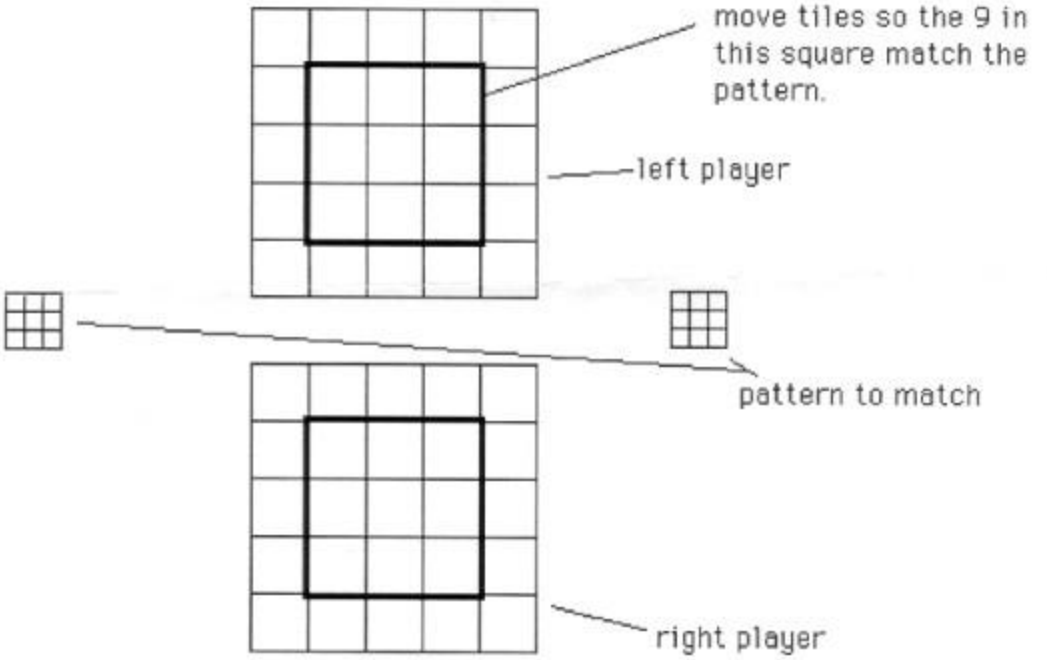
Instructions for Imagic's CubiColor game cartridge for the Atari 2600 Video Computer System.

CubiColor was written by Rob Fulop, but was never released by Imagic. CubiColor is like the sliding tile puzzles where there is a grid of square tiles with one empty spot. The tiles must be moved around to match a certain pattern. In CubiColor, this pattern consists of colors. The small 3 by 3 set of colors on the left and right sides of the screen display the pattern to be matched. The player moves the tiles of the larger sets in the center of the screen (top for the left player, bottom for the right) until the middle 3 by 3 tiles match the pattern. Tiles are moved by using the joystick to move the blinking cursor until it is over the tile to be moved. The user should then hold the trigger button down, then push the joystick in the direction to be moved while keeping the button down. After moving, center the joystick and release the button.



There seem to be 3 variants in this cartridge. Game #1 is for one player. Games 2 and 3 are for two players, but I don't know the difference between them. Game selection is by the "Game Select" switch on the Atari 2600. It is not known if the left or right Difficulty switches are used (probably not). It seems that both players must match the same pattern, so I'm not sure why the pattern is displayed in two places.

The rules for scoring is not known, although it probably has something to do with the number of moves needed to match the pattern. I don't see a clock or any indication of time passing, so I assume that the amount of time taken has no effect on scores.